



XIRAN LIN

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EDUCATION

University of Washington, Seattle

Master of Science

Computer Science & Technology Innovation

2023-2025

Guangzhou Academy of Fine Arts

Bachelor of Engineering

Major in Industrial Design (HCI studio)

2018-2022 | GPA: 89/100 | Rank: 1%

HONOR

- Guangdong University Students Entrepreneurship Competition, Silver Award
- 12th International User Experience Design Award, Third Prize
- 2019 "Dragon Stars" Global College Students Green Design Contest, Silver Award
- GAFA Annual Innovation and Entrepreneurship Competition, Third Prize

ACTIVITY

Guangzhou Academy of Fine Arts

Head of Career Development Department

- Organized various campus activities, including career planning forums, Campus Career Fair, etc.
- Participated in "2019 Trends of Transformation Forum" as a teaching assistant and translator for academic workshops.
- Led the strategic planning of "2018 New Era Design Education and Industry Future Annual Conference" and the GAFA Degree Show

China Youth of Tomorrow

Design & Editing Department

- Responsible for the production and release of posters and videos of various activities in the organization
- 2018-2023

ENTERPRISE EXPERIENCE

Fabrie, Shanghai Kebuxi Technology Co.,Ltd UX Designer 04/2023-08/2023

- Conduct research on AI-assisted design generation, participate in fabrie write design and write prompt for engineers, optimize and iterate existing version based on user feedback
- Enhance the functionality of existing products and support product managers with interactive design development
- <https://www.fabrie.com>

Incubating Team, Shenzhen InnoX Academy Co-Founder 01/2022-01/2023

- Develop cleaning products with founder Li Zexiang, combining condensation liquefaction and filtration technology in the design of kitchen cooking and oil fume purification integrated machines to reduce air pollution and oil fume hazards
- Lead four members to complete and refine product definition, user research, technical idea exploration, appearance industrial design, interaction design, business planning book writing, etc.

Academy of Arts & Design, Tsinghua University Researcher 06/2021-08/2021

- Cooperated with Overseas Chinese Town Holdings Company (OCT Group) to hold summer activities and design futurology related courses
- Proposed forward-looking and feasible future urban solutions based on the concepts and means of designing the future
- https://mp.weixin.qq.com/s/ulkTO87NbPG_5x27Eb0IWQ

Midea Real Estate Holding Limited, Remac Smart UX Designer 12/2020-02/2021

- Coordinated with the product manager of the Ruizhu 2.0 system to discuss information architecture and interaction logic
- Designed a smart central-control system with a creative home version and another central-control system with a barrier-free version for the elderly and children
- <https://www.ruizhuzn.com/products.html>

Envision Digital UX Designer 06/2020-08/2020

- Participated in the research and conceptual design of the Wuxi Smart City project, responsible for communicating with various parties of the project and implementing data visualization of large smart screens
- Designed the Smart City scheme, including scenarios such as smart parking, environmental monitoring, point detection for transportation measurement; linked large smart screens with Wuxi Government Affairs App and other platforms to achieve a linkage of multiple screens and users
- Iterated the EnOS™ AIoT platform 2.0, responsible for the interaction design and data visualization for organizational and business clients
- <https://www.envision-group.com/cn/enos.html>

PROJECT EXPERIENCE

Songshan Lake XbotPark Winter Camp 01/2022-03/2022

- Conducted field research on the office desk products. Obtained information from target user groups in Guangzhou, Dongguan, Shenzhen, and other places through market surveys and distribution of online questionnaires, including concerns and needs about office chair functions, dimensions, material sustainability, and aesthetics in color modeling, etc., and collected data from 300 questionnaires
- Accomplished the existing market office chair design and user demands analysis, and designed the Integrated Smart Workstation which combined ergonomics and smart screen focusing on two key points: health and efficiency
- Won the first prize and 500,000 venture capital with an outstanding design

Large-scale Stagecraft Project in HK, XinghaiNational Arts Fund 09/2021-01/2022

- Designed a physical interactive installation for the performance stage with the historical context from Lingnan to the Greater Bay Area and the Chinese folk orchestral music "Love of the Greater Bay Area", following the folk customs of Guangdong, Hong Kong, and Macao
- Devised Landscape Rhyme and Acoustooptic Interactive Device in combined with traditional Chinese symbolic elements such as water, mountain, bamboo, stone, etc., and provided users with an immersive space integrating cultural technology and art performance, offering users an immersive experience of art and technology with superb audio-visual enjoyment

Research

User Research / Storyboarding / Scenario Inquiry / Experience Mapping / Heuristic Evaluation / Business Strategy

Software

Adobe / Figma / Rhino / Keyshoy / Blender / Python / Sketch / Principle / Keynote / Unity

Programming

HTML & CSS / Processing / Arduino / P5.js / PCB Design & Coding